

Sacrifices en Soumess

SCÉNARIO

30 MAI 1026



DUCHÉ DE BICOLLINE

Sacrifices en Soumess

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Horacio Tiiv, sponsor of the greatest archaeological expeditions in the Terres du Centre, recently got his hands on fragments of ancient maps of the Soumess island coastline. There, in the heart of a humid jungle that stifles the light, a forgotten ziggurat is said to have survived the centuries, intact beneath the moss.

Tiiv chartered a ship, filled its holds with supplies and equipment, and chose you to uncover its secrets and bring back artifacts from this ancient temple. You set sail with the light equipment needed for dangerous expeditions: everything you need to stay mobile among the vines and not get lost in the labyrinthine corridors of the ziggurat.

But out at sea, the sky tears open and a storm hits. Your ship ends up wrecked on an unknown shore. No sooner has the wood stopped creaking than a local population appears, armed to the teeth, advancing to the rhythm of war songs. They seize everything your ship still contained. They have only one law: sacrifices for their hungry god. You are trapped, far from any reinforcements, with your supplies scattered and your route home destroyed.

Thus, Soumess welcomed you as only she knows how. The forest is thick, saturated with shadows, vines that snag weapons, and insects that swarm around lanterns. You can only count on yourselves to survive.

That's when you come across other survivors. Former Argannais, supporters of King Léotaud, survivors of the sunken domains, refugees here out of necessity. With them are Ozamians opposed to King Sates' slave policies who tried to join the Bryas war but whose ship ran aground in Soumess more than 20 years ago. All stuck in the jungle, living in constant fear of becoming the next sacrifices.

This is where your expedition truly begins. A potential alliance, a jungle that punishes every mistake, paths leading to a black silhouette beneath the thick vegetation, and the promise of secrets old enough to have survived oblivion. You have reached Soumess. It is up to you to uncover its mysteries and report back to your sponsor with what he has asked of you... if you manage to leave!



Sacrifices en Soumess

How the activity works

"*Sacrifices en Soumess*" is a scripted activity for a small group of 40 players. To register, you must have received an email invitation. This selection process aims to give new participants who are active in Bicolline activities the opportunity to take part in an exclusive scenario.

Registered participants are invited to immerse themselves in twenty-two hours of intense, continuous role-playing, punctuated by a few battles, in a thrilling survival atmosphere, similar to a race against time. Immersion is at the heart of the experience: everyone is invited to remain in character, without interruption, for the entire duration of the scenario. There will be no breaks in the game.

The activity will begin on Saturday, May 30 at 1:00 p.m. and end on Sunday, May 31 at around 11:00 a.m. A meal will be served in-game for dinner on May 30, as well as a light breakfast on May 31. An off-game brunch will also be served at the end of the scenario.

Finally, please note that the Banque de l'Hippocampe and the Registries will be closed for the duration of the scenario.

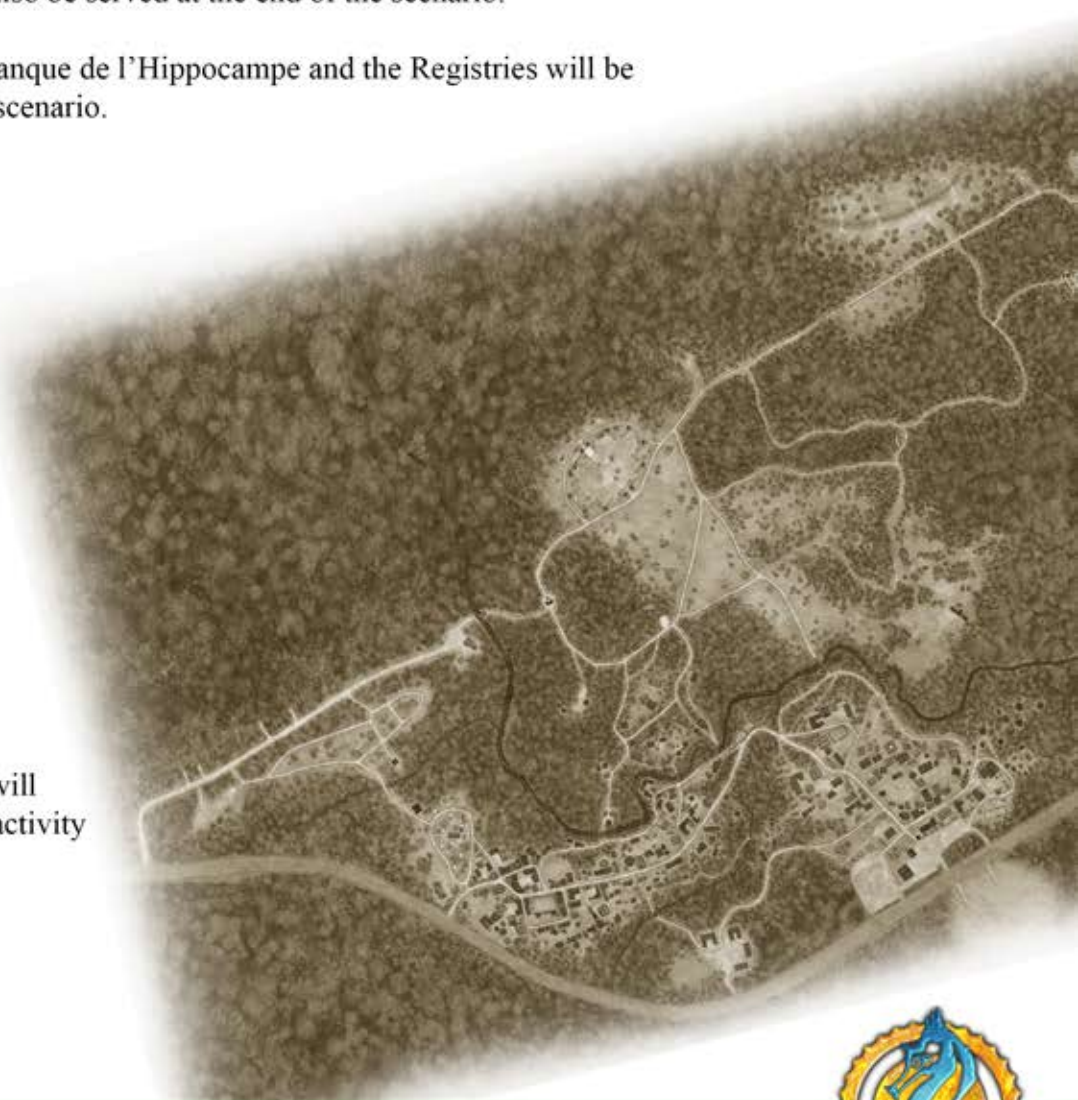
Player participants

The activity is designed for 40 predetermined player participants.

All participants must be 16 years of age or older as of May 30, 2026.

Playing field

For this event, the entire site will be used, progressively as the activity unfolds.



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Welcome for participating players at Bicolline site - *Saturday from 11:00 a.m. to 12:30 p.m.*

Reception and other formalities will take place at the Duché de Bicolline reception building (1480 chemin principal, Saint-Mathieu-du-Parc, QC, G0X 1N0).

Please park in parking lot P1 across the street, except for owners of assigned parking spaces. **No cars will be allowed on site on the day of the activity or the day before.**

We will give you your wristband and 5 solars. A green population card (Scenario Card) will also be given to participants who are members (players and NPCs). Weapons homologation will take place at near the reception desk after you have received your wristband.

When you register, please make sure you have the QR code you received by email when you made your payment, or a photo ID. Participants who cannot present one of these two documents will not be admitted.

Game masters will give final instructions at 12:30 p.m. at the landing stage.

REMINDER: Players are **NOT** allowed to sleep on the field the night before the activity.

Deployment of player participants

Starting at 1:00 p.m., players will be invited to enter the field from the landing stage to officially join the game. The sound of the foghorn will mark the start of the activity. Latecomers will have to join the activity in progress.

End of the event - *Sunday around 11:00 a.m.*

At around 11:00 a.m., the foghorn will sound again, marking the end of the activity. Players are strongly encouraged to socialize with the NPCs after the event during brunch, which will be held at the Auberge immediately after the end of the activity.

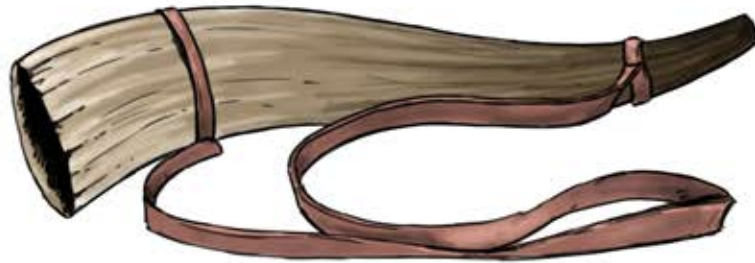


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Departure from the site - *Sunday at 5:00 p.m.*

Participants must leave the site no later than 5:00 p.m. on Sunday, May 31.

If necessary, participants' cars will be allowed access to the site after the event on Sunday, May 31, from 2:00 p.m. to 5:00 p.m.



Pricing

Player package

\$250 + tax for members

\$265 + tax for non-members.

- To register, you must have received an email invitation.
- The registration deadline is **Monday, May 25, 2026, at 6:00 p.m.**

Entertainment package

\$60 + tax for members

\$75 + tax for non-members.

- You must obtain authorization from the game masters in order to register as an animator.
- The registration deadline is **Monday, May 25, 2026, at 6:00 p.m.**



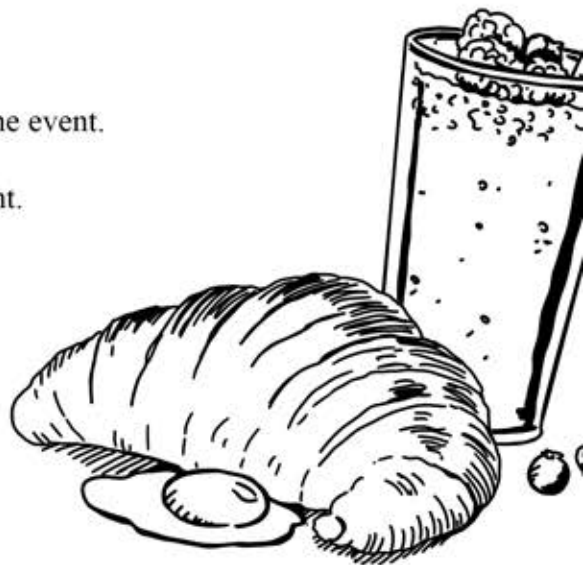
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Food and drink

Dinner on Saturday and breakfast on Sunday will be served during the event.

Coffee and snacks will also be available from 10:00 p.m. for the night.

A Sunday brunch will take place after the event.



On-site accommodation

As arrival begins on Saturday, there will be no possibility of staying on site before the event.

Accommodation for player participants will be provided by Bicolline.

NPCs who own buildings and their guests may sleep there. Accommodation is only available in the buildings on site: no tents or pavilions may be set up.

Please note that nights can be cool at the end of May in the countryside in Saint-Mathieu-du-Parc.



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Weapons and armor restrictions for players

- Firearms (bows and crossbows) and projectiles are **prohibited between 8:00 p.m. and 6:00 a.m.**
- Weapons longer than **112 cm** are prohibited.
- "+2" armor is prohibited. Players who wish to wear "+2" armor for safety reasons may do so, however, this armor will only provide "+1" protection.
- Shields are permitted.



Special rules

Injuries

- When a player is wounded in a limb, that limb becomes unusable. A player who is hit in the legs cannot move.
- When a player is wounded in the torso (0 HP), they are considered dying for a period of 1 minute. They can perform a few very simple actions that do not require concentration, such as speaking slowly or drinking a potion, but they cannot move or defend themselves. Another blow to the torso or head during this minute will cause immediate death.
 - A "dying" player cannot use a scroll or hourglass to heal themselves or another person.

Healing

During this special event, healing can freely target and work on all players and NPCs. There are no usual frontline restrictions.

- A player who falls in combat is considered unconscious for 15 minutes and has two options:
 - Be healed on the spot
 - Be physically transported by allies to a healer, then be healed (the dead cannot help you)
- If after 15 minutes no ally has found you, please go to the Auberge. You are considered dead while traveling: please keep your weapon upside down and walk in silence. During the event, other healing locations may be activated. Stay alert!



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- An NPC who falls in combat is considered **unconscious for 15 minutes** and has two options:
 - Be healed on the spot
 - Be physically transported by allies to a healer, then be healed (the dead cannot help you)
- If after 15 minutes no ally finds you, please go to your faction's *headquarters*. You are considered dead while traveling: please keep your weapon upside down and walk in silence.

REMINDER: All other usual rules for healers apply (see page 11 of the document "Bicolline Combat Rules," available in the "Participant Guide" section at www.bicolline.org).

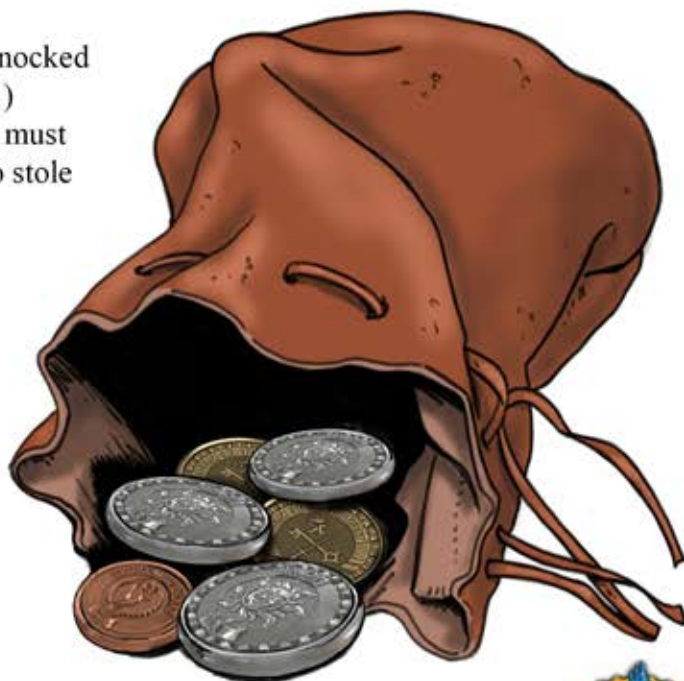
Searching and Stealing

Throughout the scenario, **only "in-game" items may be stolen**. These items include:

- Magical weapons and unique items (Épée de Tocaryon, Sabre des Sables, Grande Œuvre, etc.)
- Items with a seahorse "sticker," an "MDJ" stamp, or the Bicolline symbol

All other items cannot be stolen: psalms of belief, magic scrolls, occult items, healing hourglasses, cards, and solars. Player participants are prohibited from stealing or moving the personal belongings (weapons, armor, clothing, etc.) of other participants. All searches must be simulated: they must remain decent and respect the person being searched. Inappropriate behavior will not be tolerated and it is very important to report it if it occurs.

An item can only be stolen from a character who is knocked out, unconscious, or dead. This action requires one (1) minute of searching in-game. The searched character must hand over their "stealable" items to the character who stole them at the end of the one-minute search.



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Combat

The usual Bicolline combat rules apply, with the following exceptions:

- **KNOCK OUT:** It is permitted to knock out a character by hitting them on the head with an approved weapon and saying "I knock you out." Any armor points from the helmet must first be removed. The character is then unconscious for 5 minutes and wakes up afterwards. This may not work on some creatures...
- **PRISONERS:** It is **NOT** possible to take and hold prisoners, unless it is a mission clearly assigned by an NPC (at their explicit request).

REMINDER: No combat may take place in buildings or on balconies, staircases, etc. However, it is permitted to use a platform without any vertical structures or objects. It is possible to knock out a character in a building if the action can be performed safely.



Poisoning

A dying or unconscious player may be poisoned by an NPC (game master) who possesses a poisoned weapon. The NPC (game master) will clearly inform the dying or unconscious player that they have been poisoned.

A poisoned player cannot be healed in any way. Poisoning can be cured by receiving an antidote before healing can take place. An antidote does not prevent poisoning. If after 60 minutes a poisoned player has not received an antidote, they die and must wait silently in place. A Resurrection brings them back to life (a healing hourglass or healing scroll is not a Resurrection). They can also be physically transported by allies to a safe place where they can receive a Resurrection.



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Visual mechanics

RED glowsticks/scarves will be worn by the most resistant creatures in Soumess: these creatures can only be touched by magical weapons or runic warriors. Their hit points (HP) may vary from one creature to another... as may their resistance to supernatural powers. They kill on contact, including weapons and shields. It is not possible to block their attacks. **When facing these creatures, please focus on role-playing rather than simple mechanical combat!**

BLUE glowsticks/scarves will be worn by players who are Runic Warriors. Runic Warriors do not do more damage than a normal warrior (1 damage per hit), but they can affect creatures that are immune to non-magical weapons. These powers **cannot be stolen or transferred**.

YELLOW glowsticks/scarves will be worn by players carrying a Reinforced Shield. Reinforced Shields resist [**RED** glowstick/scarf] creatures for the duration of the scenario. These powers **are not stealable or transferable**.

Light

All devices emitting "normal" light must be 100% decorum at all times.

No devices emitting UV light will be accepted.

Other

Is a good explorer really one if they dare to venture out of their lair without paper, pen, and a few useful resources?



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Supernatural

Magic Weapons and Runic Warriors

Magical weapons and runic warriors are identified by a **BLUE** *glowstick* (at night) or *scarf* (during the day) provided by Bicolline, which must be worn by the player and clearly visible at all times. Magic weapons and runic warriors do not cause more damage than a normal weapon (1 damage per hit), but they can affect creatures that are immune to non-magical weapons.

All players who possess and wish to use a magical weapon known to the Duché de Bicolline must request it in their prologue.



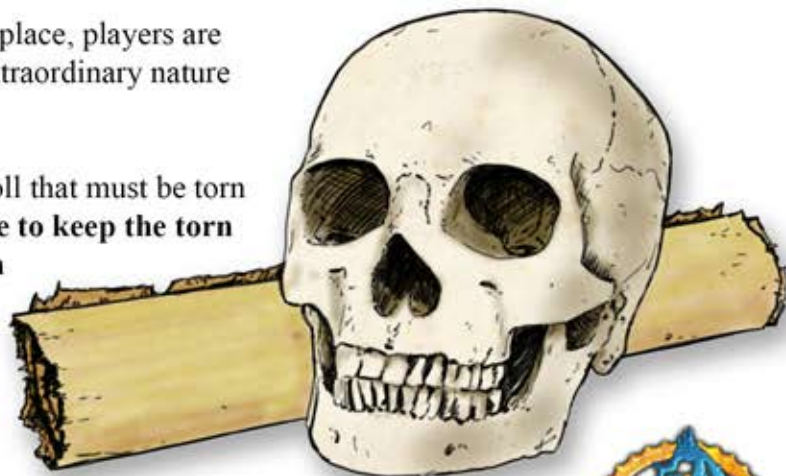
Belief, Magic, and Occultism

In this scenario, High Priests, Mages, and Occultists have the ability to activate supernatural powers in a context consistent with their specialization. The golden rule here is consistency! For example, an alchemist discovering an alchemy laboratory could attempt to produce an antidote to save the life of a poisoned character. Similarly, a magician who gets her hands on a fragment of a grimoire containing an entire incantation could attempt to perform the ritual written therein.

The presence of a game master or NPC authorized to supervise this action will be required.

Since the use of such objects is far from commonplace, players are encouraged to use theatricality to highlight the extraordinary nature of the action.

Some powers are represented by a single-use scroll that must be torn up when the power is activated. **We ask everyone to keep the torn papers in their pockets to avoid throwing them on the ground.**



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Belief Powers

This table summarizes the powers included and the costs to obtain additional powers. All players must provide a prologue to use their hourglass or obtain powers.

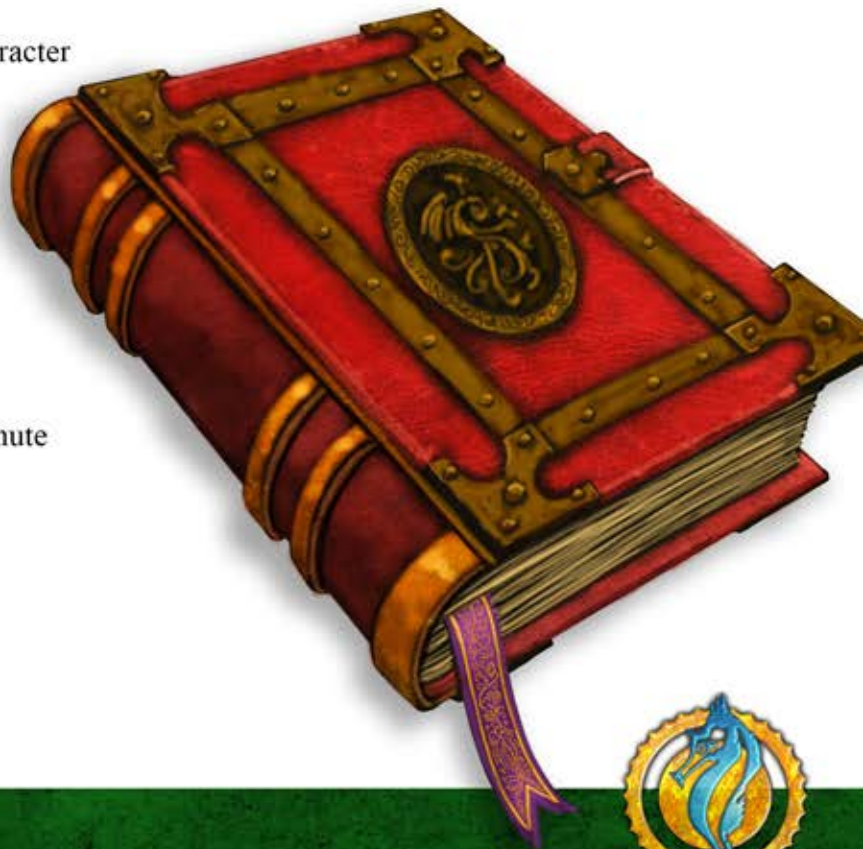
	Hourglass	Additional Powers and Cost
High Priest	Included	1 Croyant to obtain 1 Resurrection psalm (Maximum 3)
Cleric when the High Priest is absent	Included	1 Croyant to obtain 1 Resurrection psalm (Maximum 1)
Cleric whose High Priest is present	-	1 Croyant to obtain: - 5 Healing Psalms AND - 1 Resurrection psalm (Maximum 1)
Priest	Included	1 Croyant to obtain 1 psalm of Resurrection (Maximum 1)

- **Healing:** Allows you to heal an injured character (same as an hourglass power)

- The player must prepare 3 psalms (scrolls) with a quatrain in about 20 seconds

- **Resurrection:** Allows you to bring back to life a character who has died as a result of poisoning

- The player must prepare one psalm (scroll) with a sonnet in about 1 minute



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Magic and Occultism

It is possible to start the activity with a few items that activate single-use supernatural powers. In general, mages have scrolls at their disposal. However, the items available to occultists take on a greater number of forms. With the exception of runic warriors, who require three specific energies, one energy must be spent for each player in order for them to be entitled to these supernatural items during this special activity (i.e., one magical energy for magical scrolls and one occult energy for occult items). A prologue must also be written.

- The number available depends on the rank achieved:
- Adepts have access to two (2) basic supernatural items during this scenario.
- Masters have access to two (2) basic supernatural items and one (1) advanced supernatural item.
- Grand Masters have access to three (3) basic supernatural items and two (2) advanced supernatural items.

The number of items available cannot be combined, regardless of how many types of magic or occult arts the player has learned. However, a player who has reached Master level in at least one other magical tradition or occult art may receive one (1) additional basic supernatural item (only one!). For example, a Grand Master in Manthora using magical energy may start with three basic and two advanced magic scrolls. If they are also a Master in alchemy, they may receive one additional basic supernatural item in alchemy. In any case, no player may start the adventure with more than six (6) supernatural items.

Players wishing to obtain magical and occult powers *must provide a prologue AND provide the items required by their powers* (one occult item or scroll per spell, clearly representing the chosen power).

Magical Powers

- **Magic Shield** (protects the target from the next unwanted supernatural magical or occult effect)
- **Calm** (the target cannot attack for 10 minutes; the power ends as soon as the target is attacked)
- **This Corpse Can Speak** (allows you to talk to a dead being, lasts 5 minutes, the target is not required to cooperate and will not remember anything if they come back to life)
- **Dispel Magic/Occultism** (instant effect on a character or item affected by a supernatural magical or occult effect; cannot dispel an ADVANCED effect or a RITUAL effect)



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- **Statue** (5 minutes, the target cannot move or speak, is immune to everything except Dispel, the mage can cast this spell on himself)
- **[ADVANCED] Telluric Affinity** (allows you to obtain clues about the nature and properties of an arcane object)
- **[ADVANCED] Charm** (creates a friendly relationship with the charmed character, lasts 10 minutes)
- **[ADVANCED] Runic Warrior** (the target can injure creatures [**RED** glowstick/scarf], the player's power is represented by a **BLUE** glowstick/scarf worn by the player) This powerful spell costs **3 additional magic points**. The availability of this spell is limited. Once activated, this power is not transferable.

Occult Powers

- **Antidote** (cancels the active effects of poisoning)
- **Circle of Protection** (10 minutes, maximum 5m diameter. White rope required, breaks as soon as someone leaves or attacks. No spells or powers from outside can affect the occupants)
- **Elixir of Truth** (5 minutes, the victim is unable to lie but is not required to speak, no substance must actually be poured into another player's or NPC's mug)
- **Immunization** (prevents the effects of poisoning for the duration of the scenario, does not cure active poisoning)
- **Healing Potion 5x** (restores all HP and AP; the target must be alive or "dying" to consume it themselves; a living person can give it to an unconscious target to drink)
- **[ADVANCED] Reinforced Shield** (the shield resists [**RED** glowstick/scarf] creatures for the duration of the scenario; the power is represented by a **YELLOW** glowstick/scarf worn by the player using the shield) This powerful spell costs **3 additional occult energies**. The availability of this spell is limited.
- **[ADVANCED] Occult Knowledge** (allows you to ask a question to an available entity that will answer a specific question, requires an in-game ritual (10 minutes) and the availability of the game master)
- **[ADVANCED] Regeneration Talisman** (the target regains 1 HP every 15 minutes while wearing the talisman; the target cannot wear any armor; the talisman cannot be stolen).



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Prologues – *Preparatory Ducal Mail*

Ideally, a prologue is **desired** for all player participants.

Here are the mandatory reasons why a prologue **must** be sent:

- Players who possess and wish to use a unique magical weapon
- High Priests, Clerics, and Priests who wish to use an hourglass or powers of belief
- Mages and occultists who wish to use powers related to their sphere
- Players who wish to perform a supernatural ritual
- Players who wish to use a specific item ("ancient" scroll, crystal, cube, etc.)
- Any other special situation

IMPORTANT: Players are responsible for providing their belief psalms, magic scrolls, and occult items for the scenario: these must be approved before the activity begins. Only glowsticks will be provided by Bicolline.

These players must submit their prologue via this form before Friday, May 15 at 11:59 p.m. NO prologues will be accepted by email.

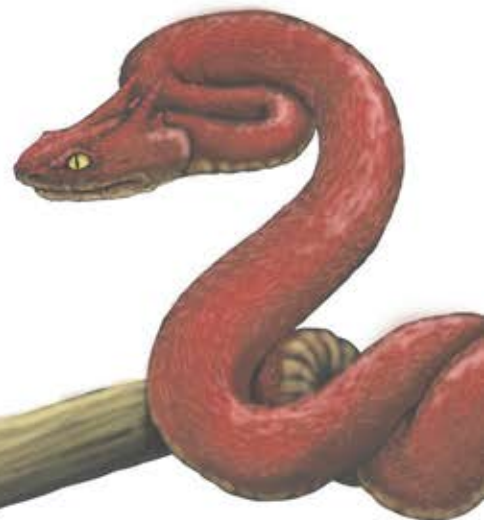
LINK :

<https://forms.office.com/pages/responsepage.aspx?id=cDGIpioJ-zUmdUWw35NYA4miSleDsVw1Is-Xcprn3r59UN1ZITVZEQIBLWEVVMjRJSEI0T0g4TThOTi4u&route=shorturl>

OR



Unlike regular ducal mail, ducal mail of the prologue type does not require a seal or other card. The prologue for this activity does not need to be decorum.



Sacrifices en Soumess

Non-player characters

The activity is designed for a minimum of 120 NPCs who will play the inhabitants and creatures of Soumess. This is the perfect opportunity to explore a different role-playing game and decorum and to experience Bicolline from a new angle.

The Duché de Bicolline has a few costumes available for loan, while supplies last. Please indicate your needs on the registration form. NPCs with their own masks and costumes will be given priority for the event.

All NPCs must be 16 years of age or older as of May 30, 2026.

Buildings

NPCs with access to a building will also be given priority in order to maximize the use of the game locations during the event.

Makeup artists

NPCs with makeup skills who wish to contribute to the smooth running of the activity are invited to indicate their interest on the registration form.

Preparatory meetings for NPCs

TEAMS meetings will be held on **Wednesday, May 20 at 7:30 p.m. and Thursday, May 21 at 7:30 p.m.** for all available people (two identical meetings).

NPC Welcome – *Saturday from 8 a.m. to 11 a.m.*

Non-player characters must be on site and ready to go by 12 p.m. (in costume and with approved weapons, if applicable). Please gather near the Auberge terrace at 11:30 a.m. for a preparatory meeting and deployment.

NPCs who have access to a building to sleep in may arrive at the Duché de Bicolline on the evening of Friday, May 29, 2026. Game masters and stage managers will also be available at this time to answer your questions.



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NPC weapons and armor

- Firearms (bows and crossbows) and projectiles are **prohibited between 8:00 p.m. and 6:00 a.m.**
- Weapons longer than **180 cm** are prohibited.
- Certain factions will have access to different armor; details will be shared with NPCs as needed.
- Shields are permitted.



NPC Registration

Potential NPCs are invited to fill out this form. You will then be added to our list and receive relevant information.

LINK:

<https://forms.office.com/pages/responsepage.aspx?id=cDGIpioJ-zUmdUWw35NYA4miSleDsVw1Is-Xcprn3r59UOTRMMTMzWVhZSFY0TjNcVzE0RIA0UV-EwOS4u&route=shorturl>

OR



Safety

We are all responsible for our own safety and that of others. No violent behavior, whether physical or psychological, or intoxication will be tolerated during the event, under penalty of expulsion.

Everyone's enjoyment depends on each individual's responsibility.

In case of emergency, please note that the reception desk is staffed 24 hours a day during the event.



How to reach us

Courriels :

General information e-mail info@bicolline.org

Game masters : maitredejeu@bicolline.org

Website: www.bicolline.org

Phone :

Welcome: (819) 532-1755

Address:

1480, ch. Principal, St-Mathieu-du-Parc, Qc, Canada, G0X 1N0

